

ENCYCLOPEDIA

ZIMTANICA



"INVADER ZIM" CHARACTER MODEL/ATTITUDE REFERENCE GUIDE

VOL. 2

ZIM AND GIR (WITH AND W/O DISGUISES), DIB

prepare for zimpact...

THIS IS A GREAT
EXAMPLE OF
NEEDING TO
ANCHOR THE EYES
LOWER, EVEN ON
AN UPSHOT

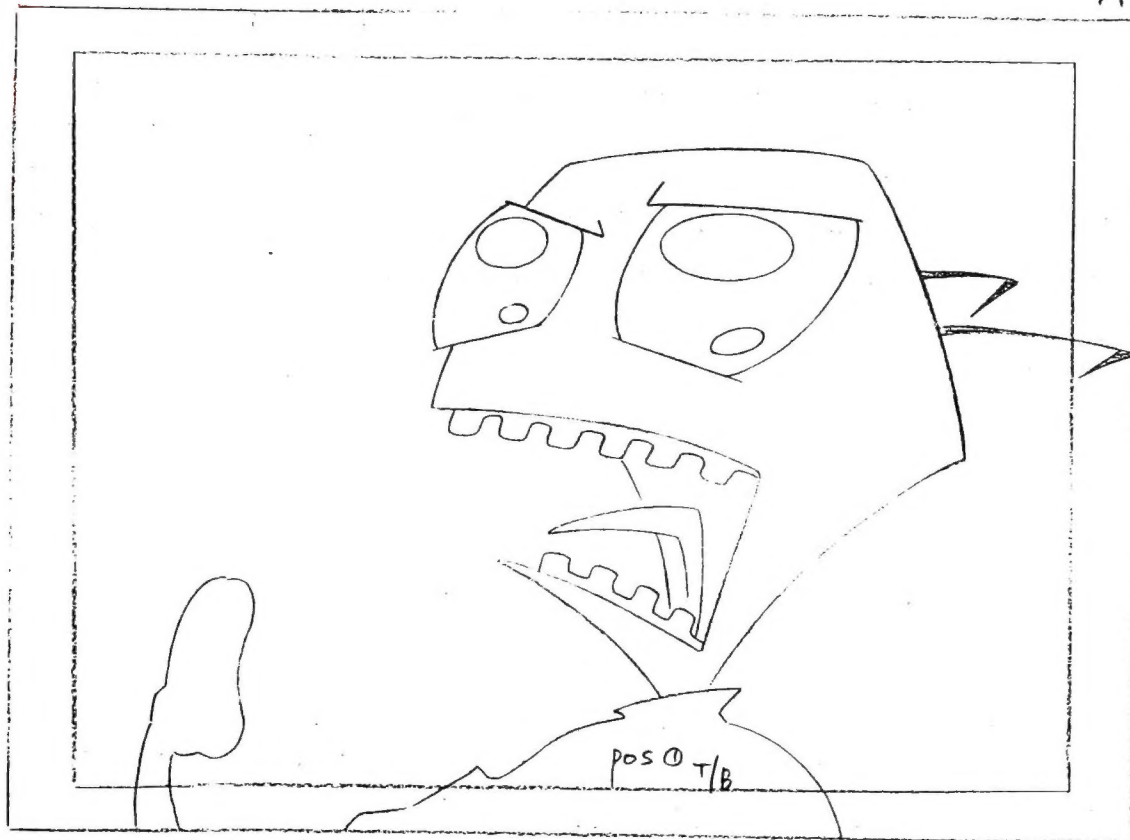


이것은 업샷에서도
눈의 기준선이 낮게
워낙해야 한다는 것을
보여주는 좋은 예입니다.



9F

pos ②



1.2 : 109A

SC - 22

BG - 22

질문의 머리 구조에 주의하세요.
이 토큰은 정면 머리를 약간
기울인 것으로 하면 더 좋습니다.



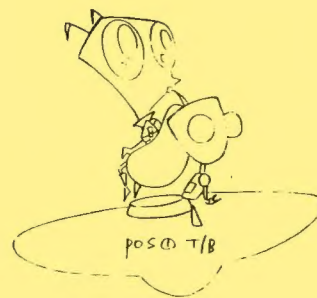
WATCH YOUR
HEAD POSITION ON
BETTER QUALITY
REFLECT THE HEAD
POSITION TO THE BODY

HEAD POSITION
HEAD

질문의 머리에서
눈의 위치를
낮게 해주세요.

11-11-24

pos(2)



1.2 : 107A

SC — 23

BG — 23



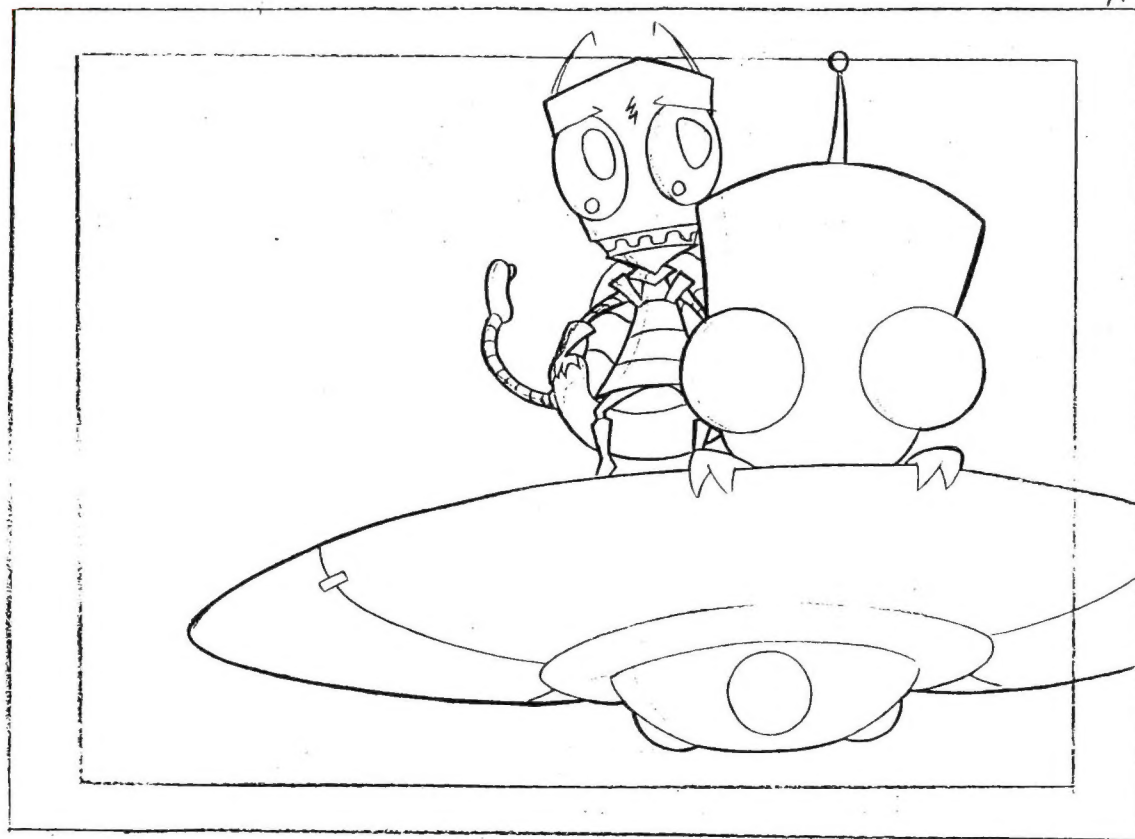
NOT SO MUCH
SPACE BETWEEN
MOUTH AND EYES.
*THAT IS THE EASIEST
WAY FOR THE
CHARACTERS TO LIE
OFF-MODEL.

입과 눈 사이 공간이 많지 않게 하세요.

* 캐릭터 오프 모델을 피할 수 있는
가장 쉬운 방법입니다.

X

9F pos ①



1.8 : 107A

SC : 32

04/11 : 32

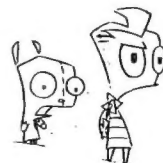
BG : 32



- LIMB CAN
ELONGATE,
ESPECIALLY
IN A WIDE 등비
SHOT SUCH 이것과 같은
AS THIS 외미드 프레임
사리가 더 길어질 수
있습니다.

11100

POSE



1.2.107A
SC: 36
BG: 36



*FOR BOTH CHARACTERS
HERE, EYES LOW
ON FACE. ALWAYS
HAVE A CONSIDERABLE
AMOUNT OF FOREHEAD.

* 두 캐릭터에 모두
눈의 위치가 얼굴에서
낮게 있어야 합니다.
항상 동물안 크기의
이마가 있게 해주세요.



1171004

15001



1.2:107A

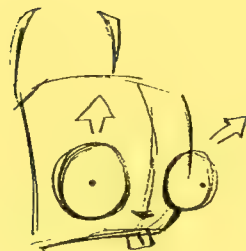
SC: 36

BG: 36



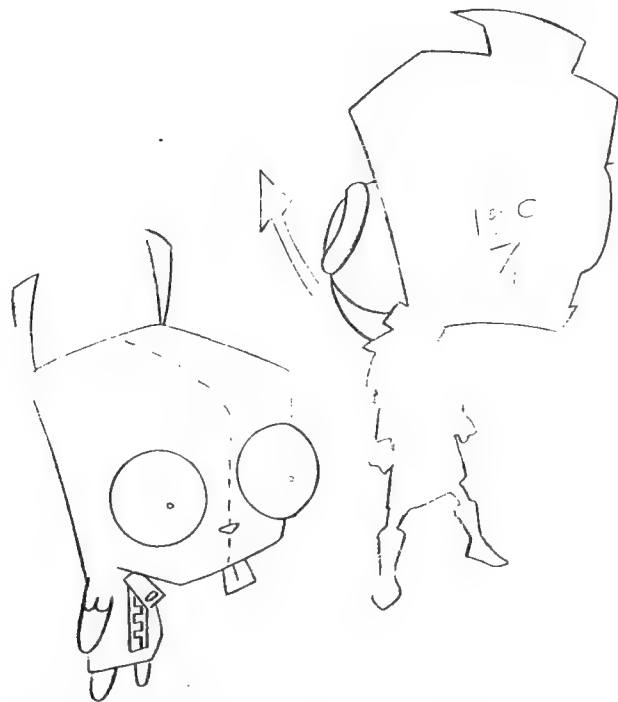
AGAIN, ESPECIALLY
IN A DOWN-SHOT,
EYES LOW ON
HEAD

역시, 특히나 다운샷에서는
앞에서 눈의 위치가
낮아야 합니다.



* TO GIVE GIR
HIS SIGNATURE
CRAZED LOOK,
CENTER THE PUPIL
ON THE INSIDE EYE
AND SKEW THE OUTSIDE
PUPIL TO GIVE HIM A
"WALL-EYED" GAZE

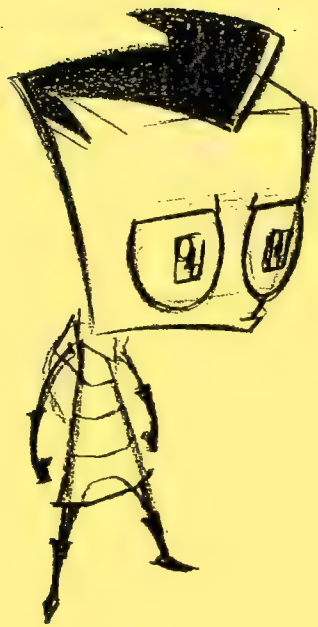
* 건 특유의 멍청한 열매진
표정을 보여주기 위해서는,
내부에 있는 눈의 눈동자를
중앙에 두고 바깥쪽 눈의
눈동자도 비슷하게 해서 균형없이
흔들리는 표정이 됩니다.
(4판뜨개처럼)



1-Z : 101A

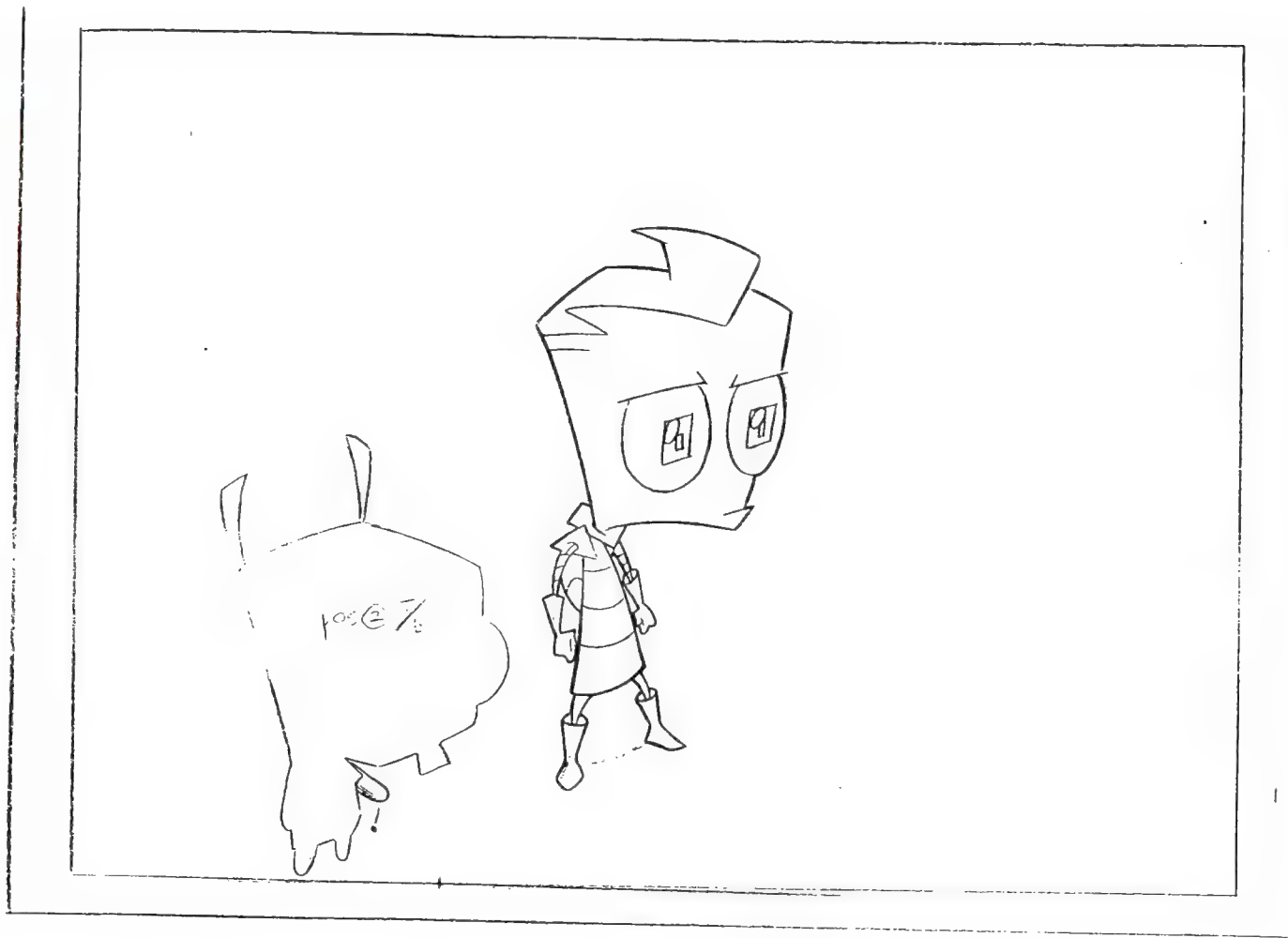
SC : 37

BG : 37



ESPECIALLY IN A
DOWN-SHOT, KEEP
EYES LOW ON FACE

특히 다운샷에서는,
눈을 얼굴에서 낮게
위치 하게 하세요.



L. Z : 10NA
SC : 31
BG : 31



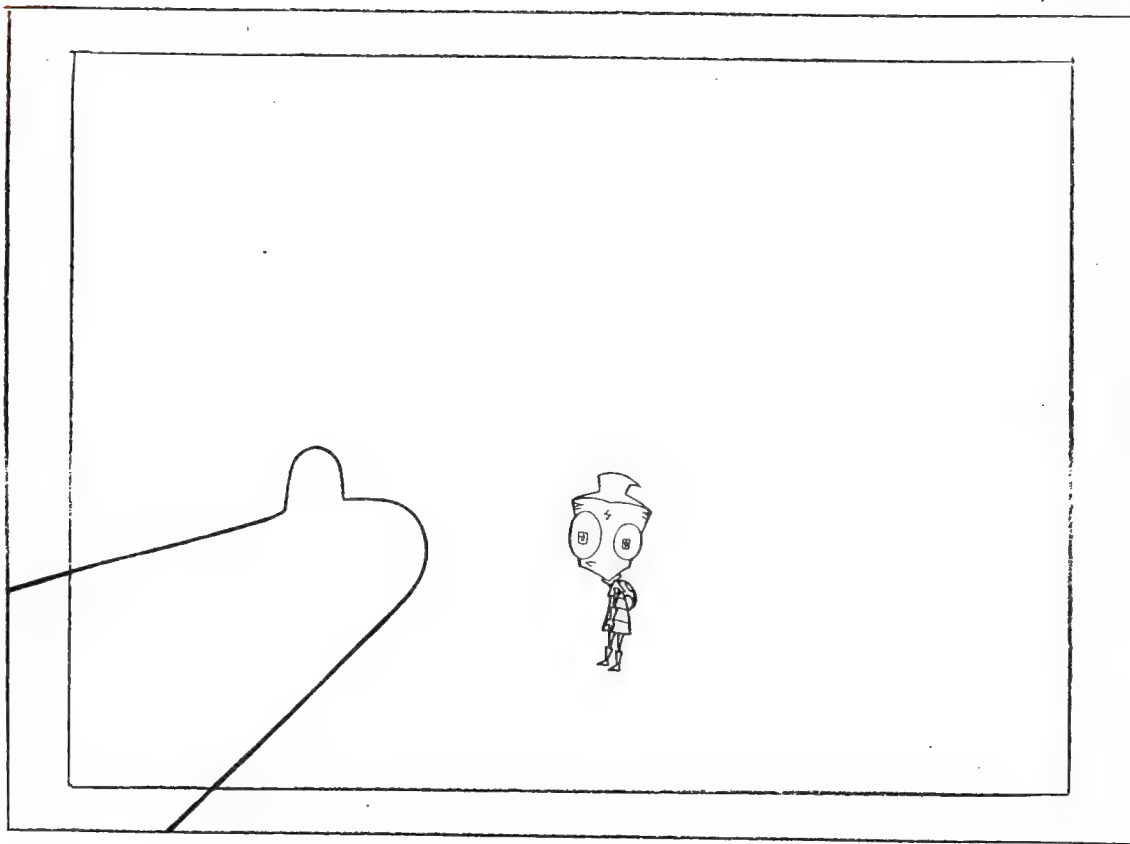
MORE
FOREHEAD,
MORE
ANGULAR

이마가 좀 더 넓게,
좀 더 각지게



FIELD

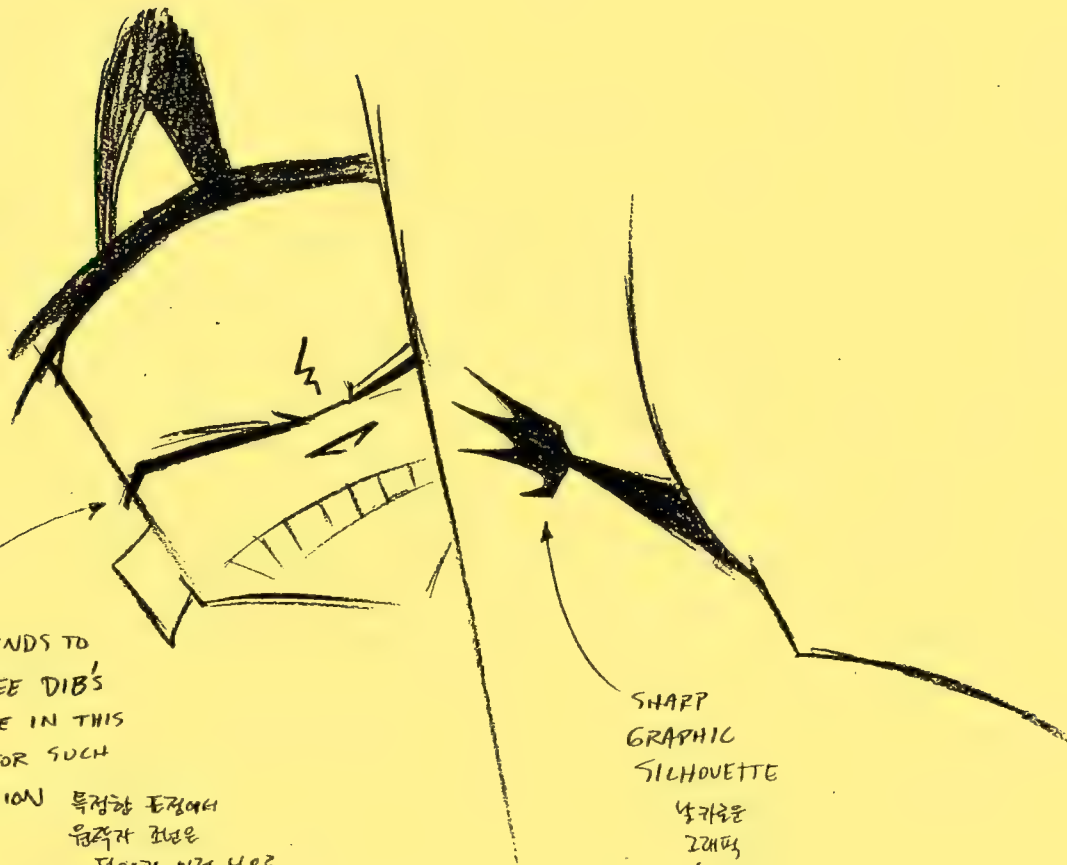
pos ①



1.2:107A

SC-4A

BG-4A



JHONEN TENDS TO
WANT TO SEE DIB'S
EYES CLOSE IN THIS
MANNER FOR SUCH
AN EXPRESSION

특정함 표현에서
움직임 표현은
덜어지 이런 식으로
눈이 강하게 감을
원합니다.

SHARP
GRAPHIC
SILHOUETTE

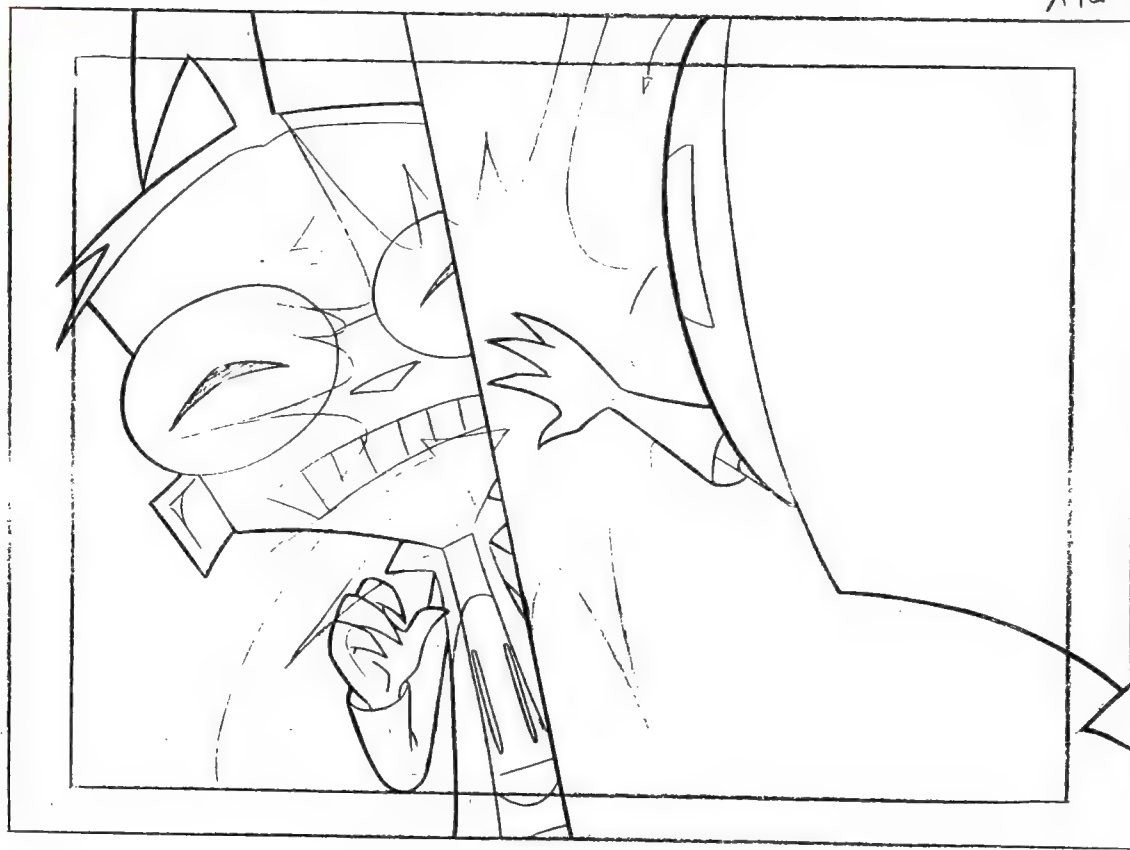
날카로운
그래픽
사실





9FILL 4

pos (4)



1/2 : 107A

Sc - 52

BG - 52

★ ZIM HAS 2 FINGERS AND 1 THUMB

*STYLIZE
FORMS IN
A VERY ANGULAR,
SHARP MANNER

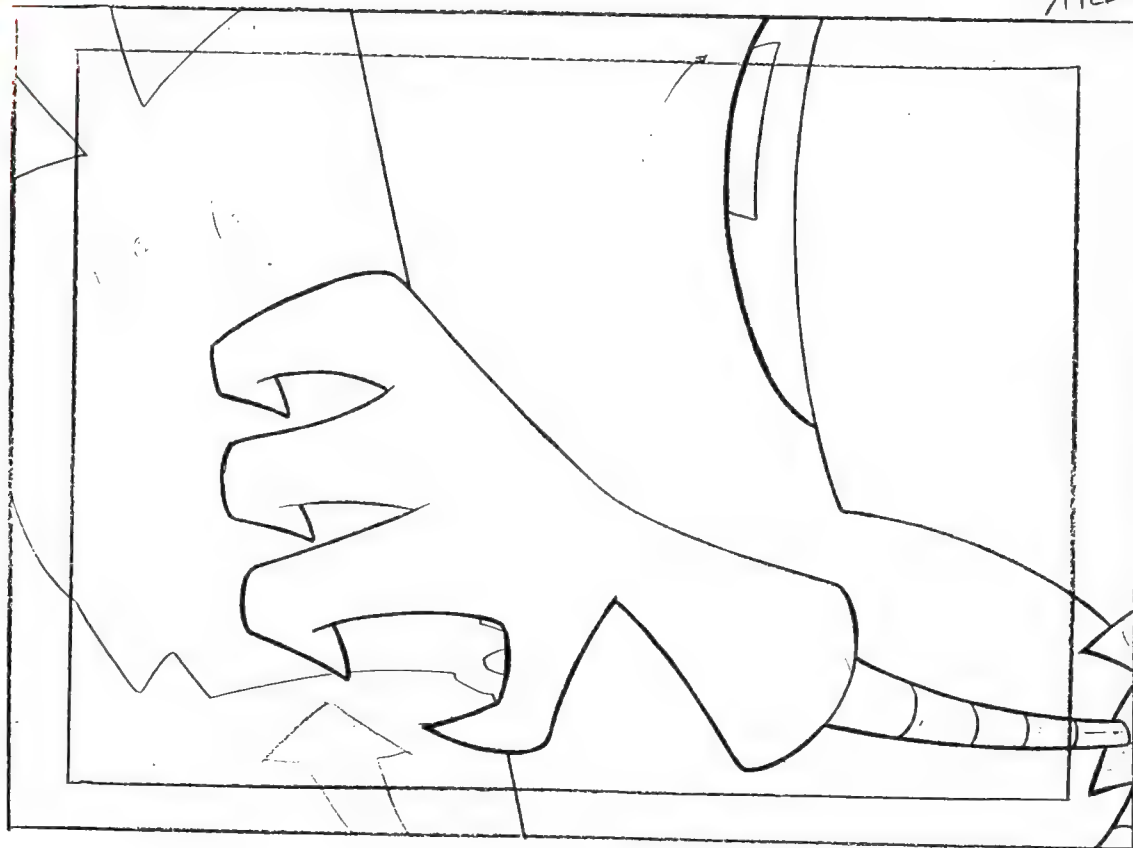
매우 각지고 날카로운
형태로 디자인을
실시하였다





9FILLd4

pos ③



1.7 : 101A

SC - 52

BG - 52



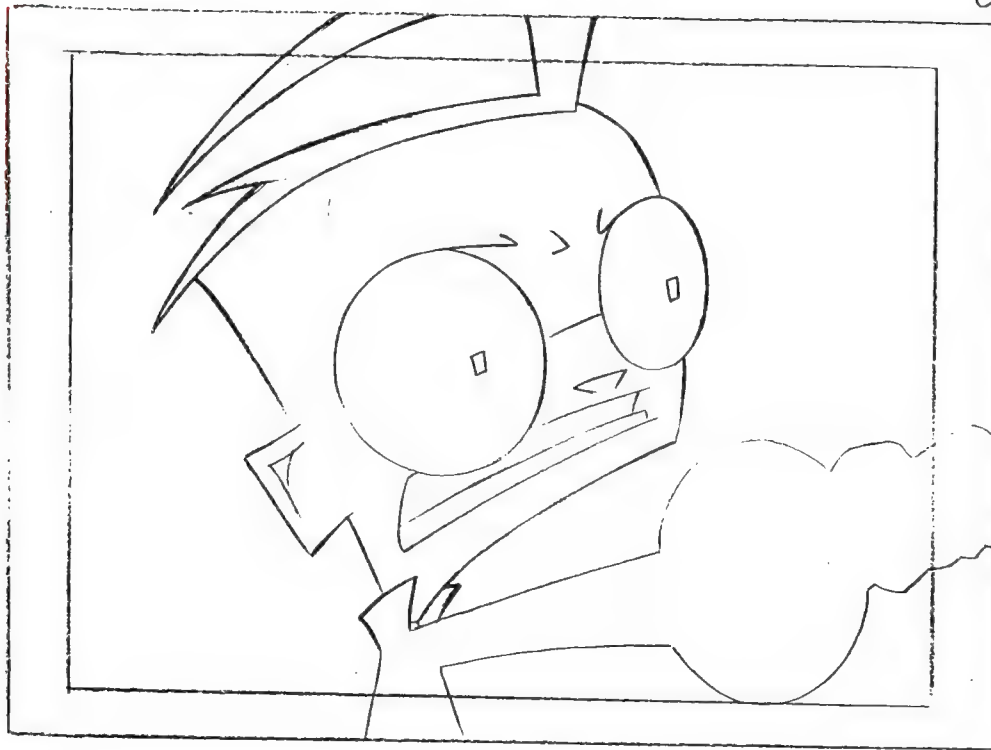
KEEP STRIP OF
FLESH BETWEEN
MOUTH AND "CHIN"
NARROW

입과 턱 사이의 공간을
좁게 유지하세요.



BF

POSCS



1.7 : 107A

SC-56

BG-56



안경과 머리카락 사이에
이마가 좀 더 넓게

MORE FOREHEAD
BETWEEN GLASSES
AND HAIR

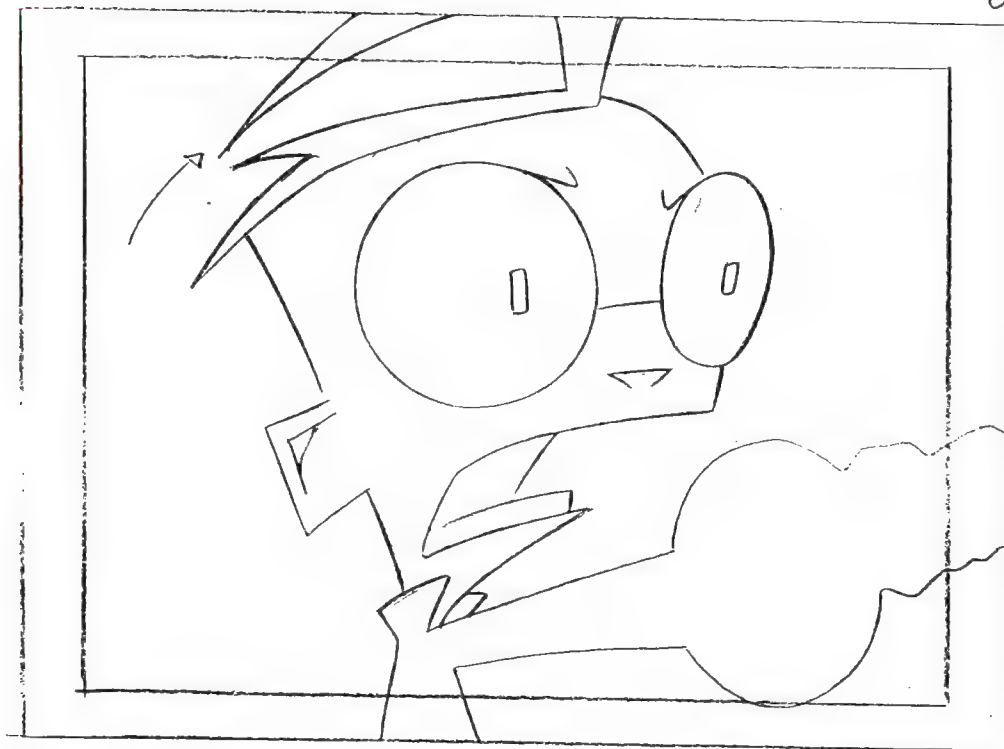
LESS SPACE
BETWEEN EYES
AND MOUTH

눈과 입 사이의 공간은
좁게 하세요.



8F

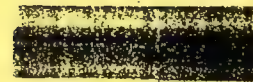
pos ④

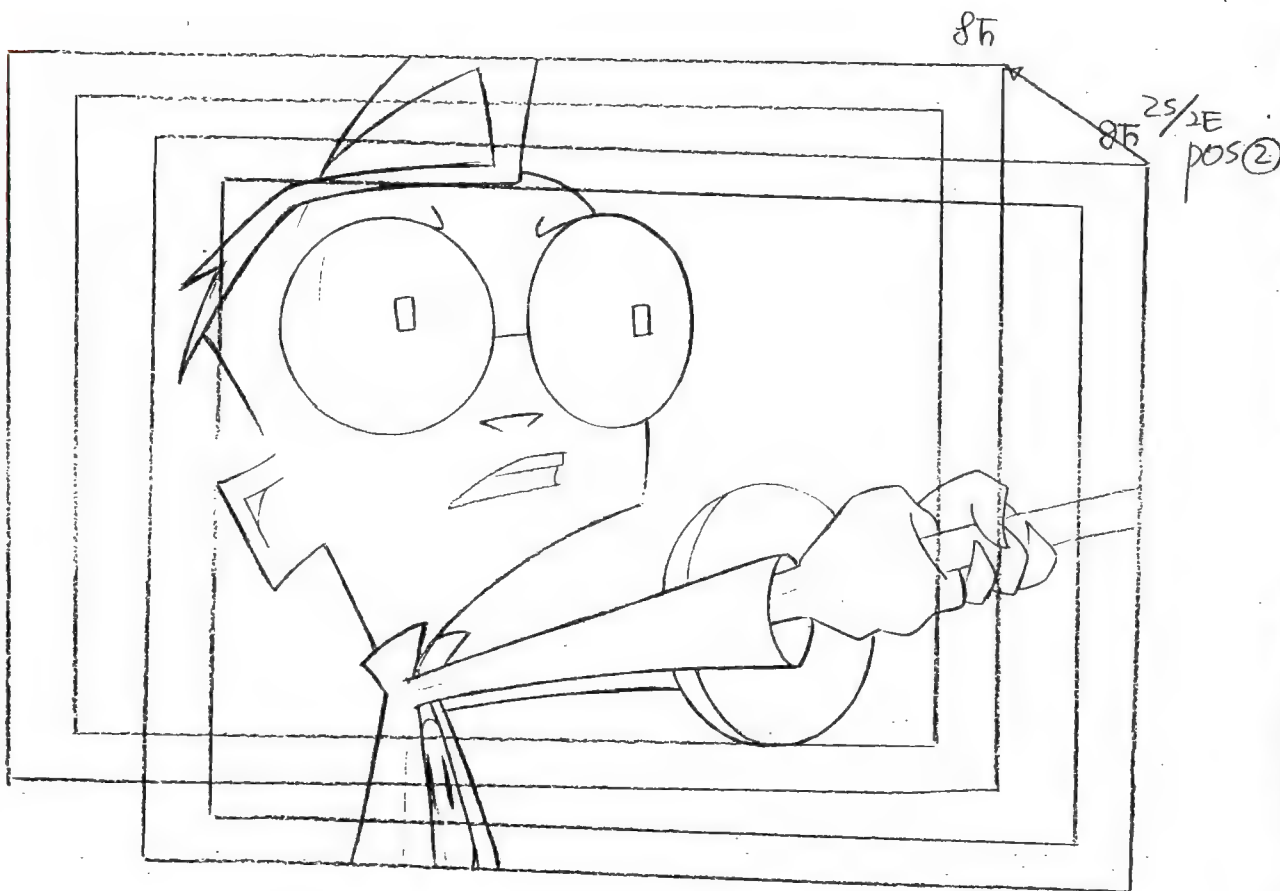


1.7 : 101A

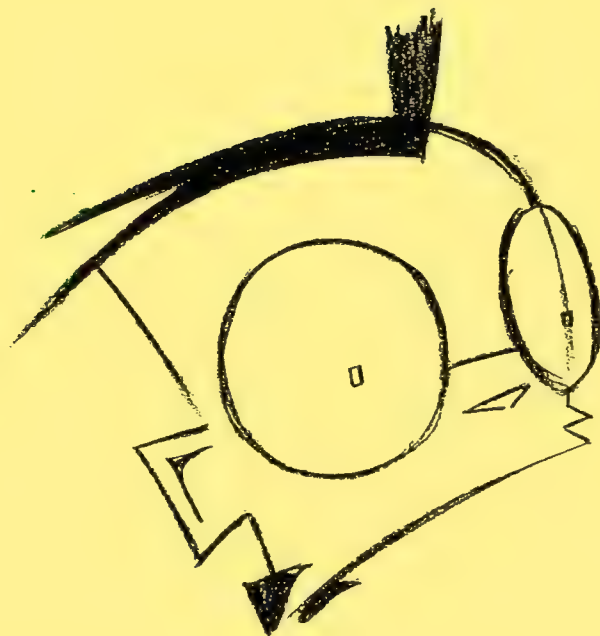
SC-56

BG-56





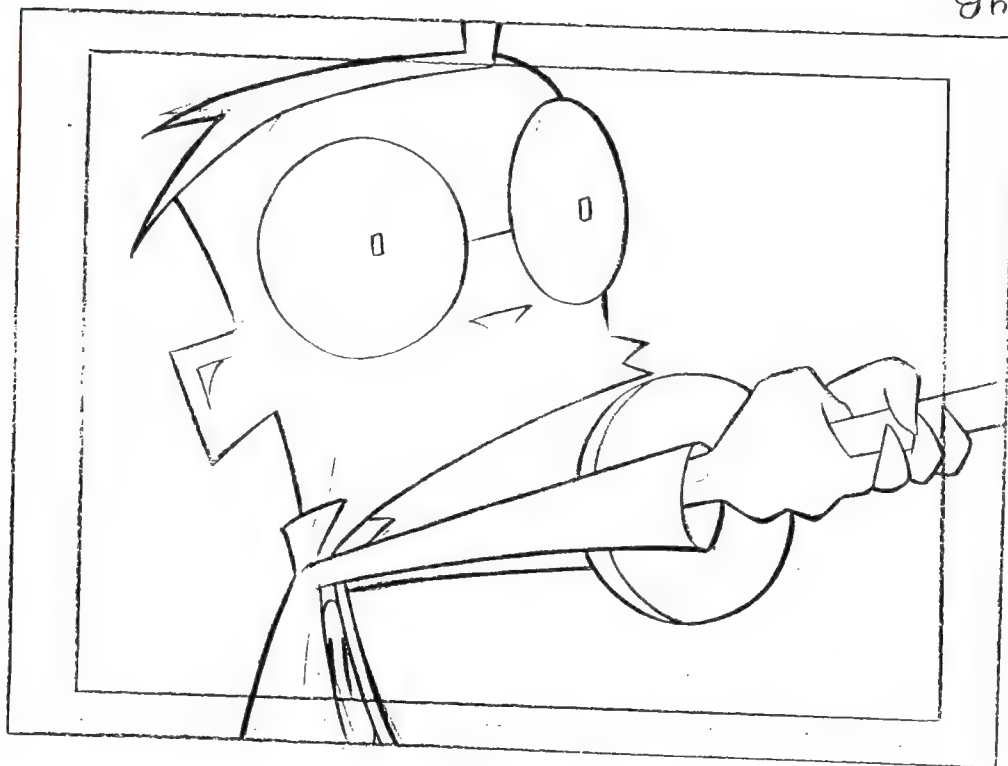
1.2:101A
SC-56
PG-56



눈의 위치는 상가.
머리 부분에
주의하세요.

← EYES LOWER
ON HEAD.
WATCH HEAD
CONSTRUCTION





9F

pos ①

1.2 : 107A

SC - 56

BG - 56





pose ③



I-8

#101A

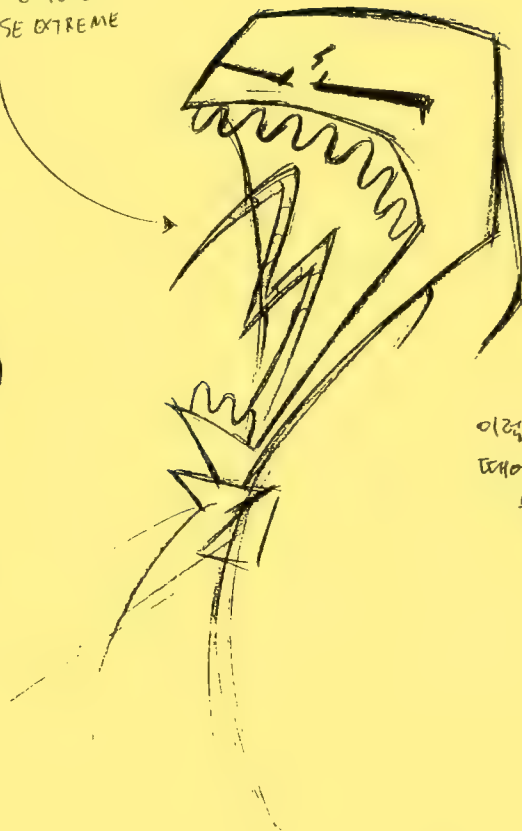


LC-244



BG-3D
U/L-244

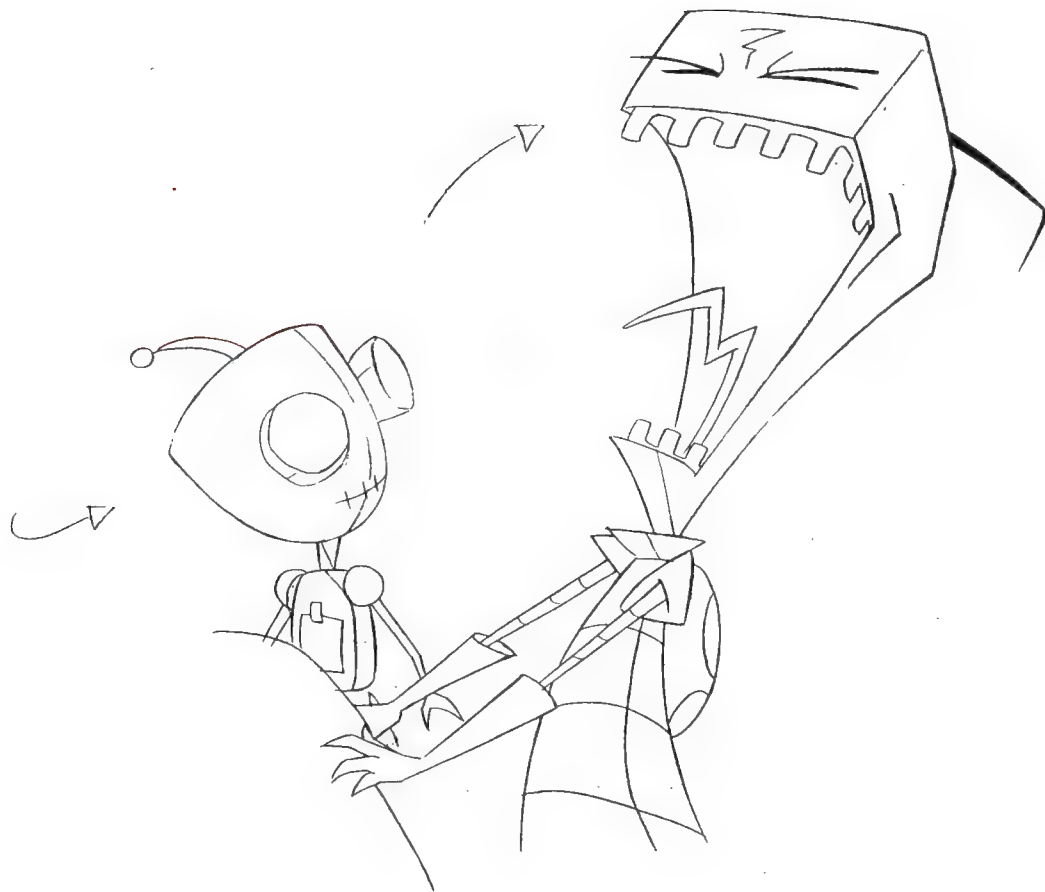
FILL THE MOUTH
WITH THE TONGUE
IN THESE EXTREME
YELLS



이렇게 꼭두 소리꾼
때에도 혀를 입 안을
내밀어야.



pose (2)



I-2 #1010

LC-244

BGT-3D
W/L-244

GIR'S
HEAD IS
A BIT
TALLER
IN THE
FRONT

걸의 머리는
앞쪽이
약간 더 길어요.

IF GIR'S ARMS
ARE AT REST,
THEY STAY
PRETTY SHORT
(BUT THEY CAN
ELONGATE AS
NECESSARY)

걸의 팔이 쉬어 있을 때
아주 짧아요.
(하지만 필요에 따라
길어질 수 있습니다)

KEEP CLOSED
ABOUT 11 LINE
WITHIN HEAD
SHAPE

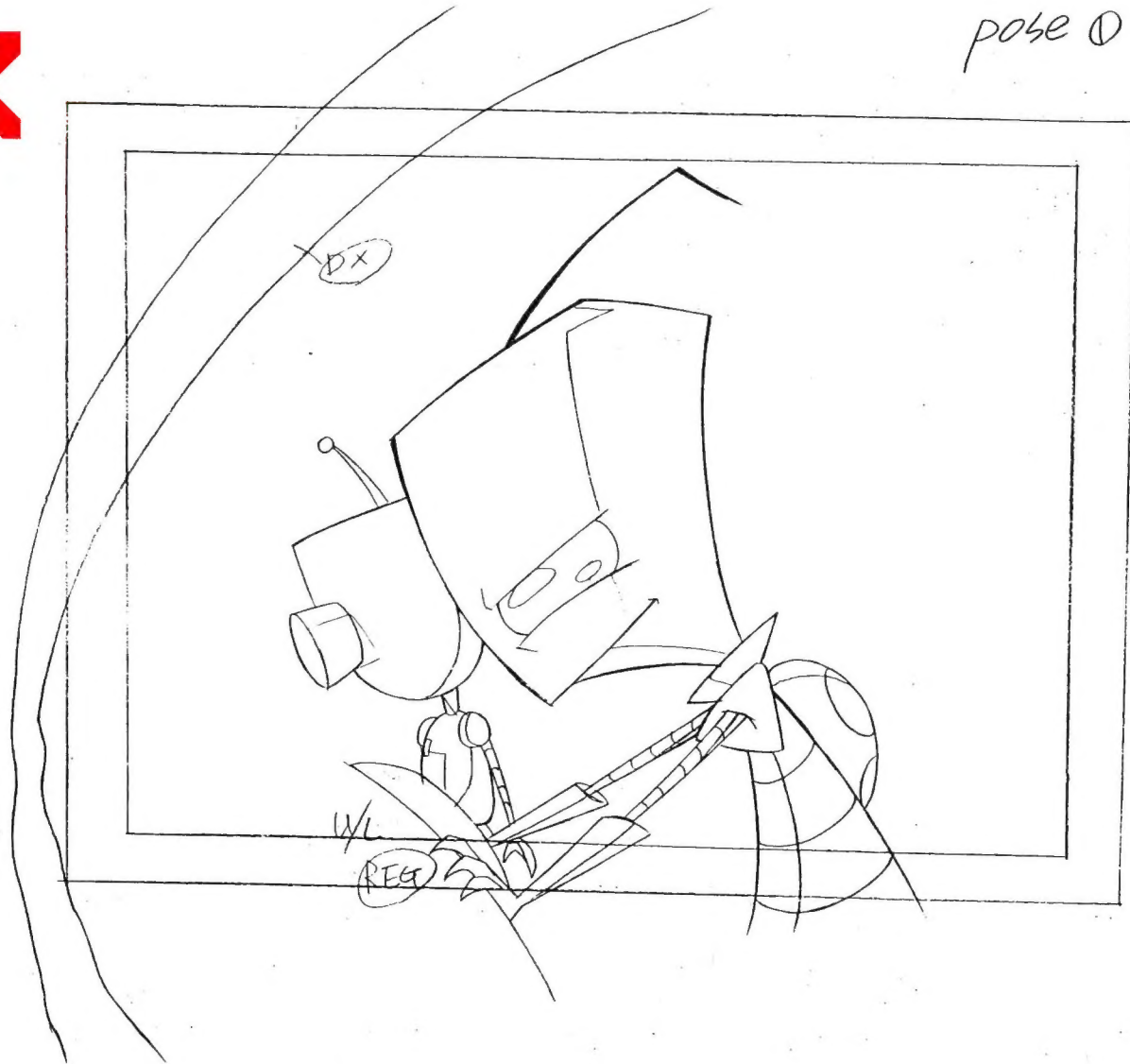
다음 입을 머리 형상 안에
유지하세요.



X

pose ①

9F.4



I-7. #101(A)

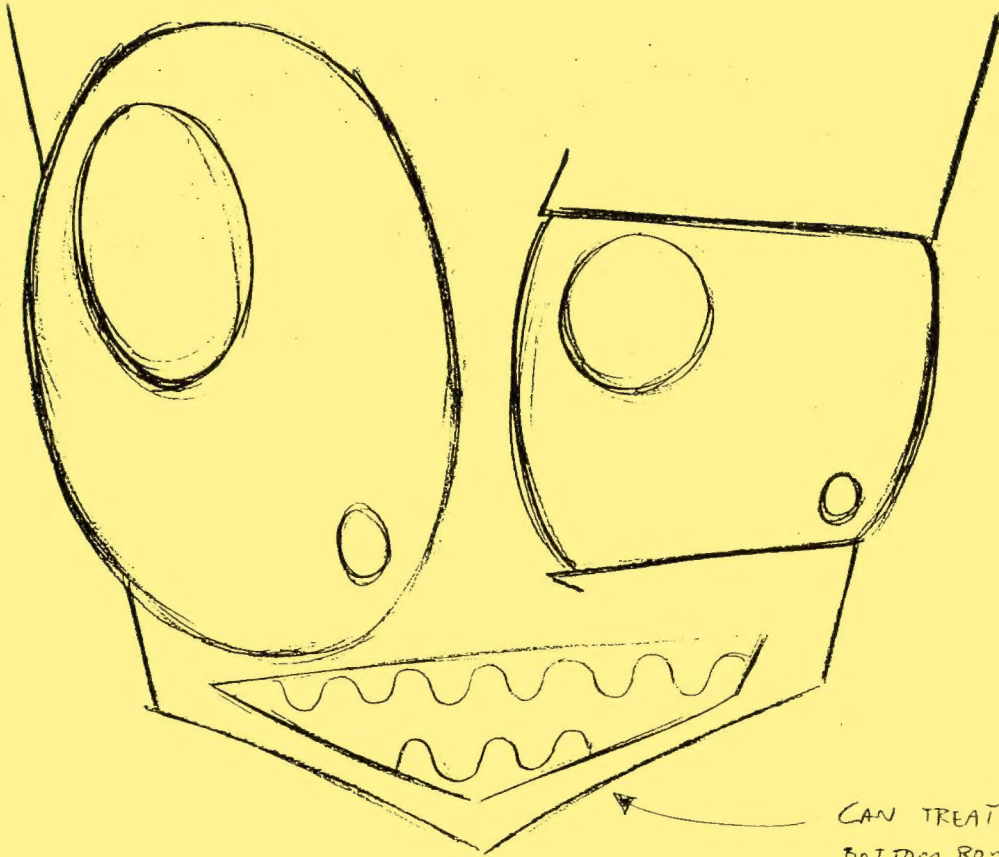


5C-244



BG-3D

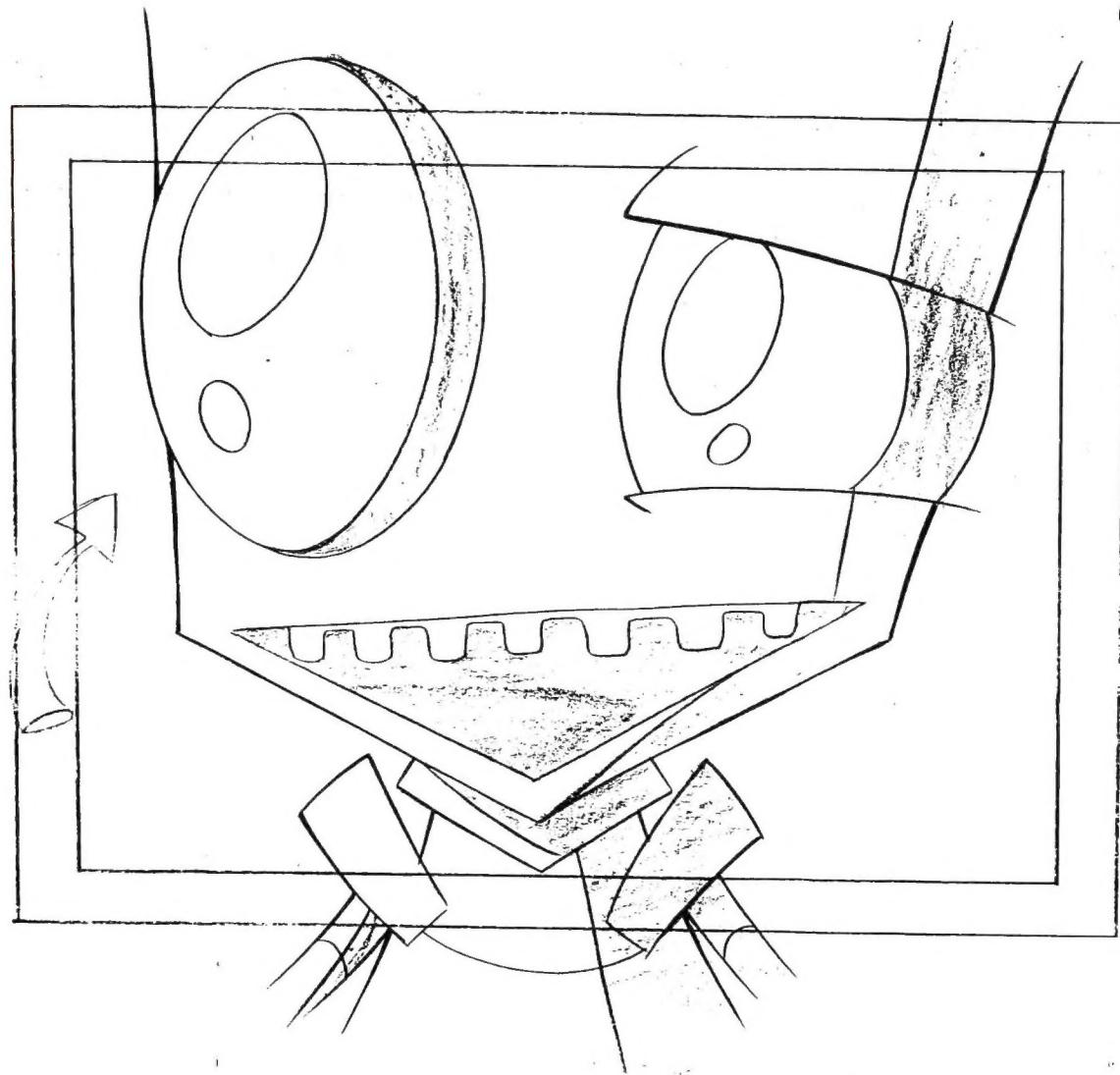
W/C-244



CAN TREAT
BOTTOM ROW OF
TEETH LIKE THIS
IN FRONT SIDE

아래 이빨들은 정면 보이기
이렇게 처리할 수 있습니다.

X



9F.4

I.2 #107①

4-245

BG-245